EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	58339	(photo or image or picture) near time	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:31
L2	17845	(photo or image or picture) near map$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:31
L3	18469	(photo or image or picture) near location	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:31
L4	405	1 and 2 and 3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:31
L5	4	4 and route and album	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:36
L6	11	2 and 3 and route and album	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:35
L7	1933	(creat$3 or generat$3) with album	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:35
L8	34	7 and 2 and route and album	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:36

EAST Search History

L9	17	8 and @ad<"20020927"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:50
L10	64	2 and (707/3).ccls. and @ad<"20020927"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:50
L11	6	1 and 2 and (707/3).ccls. and @ad<"20020927"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:50
L12	3	1 and 2 and (707/4).ccls. and @ad<"20020927"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:50
L13	0	1 and 2 and (707/5).ccls. and @ad<"20020927"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:50
L14	15	1 and 2 and (707/104.1).ccls. and @ad<"20020927"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:51
L15	0	1 and 2 and (382/175).ccls. and @ad<"20020927"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:51
L16	28	1 and 2 and (382/284).ccls. and @ad<"20020927"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:51

EAST Search History

S1	1	"938198".apn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 11:01
S2	1797	((creat$3 or generat$3) with task$3 with event$1)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 11:03
S3	73	((creat$3 or generat$3) with task$3 with event$1) and bluetooth	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 11:04
S4	12	S3 and (task$3 with location)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 11:04
S5	36	S3 and (task$3 with (location or map or address))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 11:10
S6	8	S5 and @ad<"20030909"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:51
S7	494	S2 and (task$3 with (location or map or address))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 11:10
S8	105	(match$3 with task$3) and S7	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 11:14

EAST Search History

S9	10	S8 and (categor$3 with task$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 11:11
S10	5	S9 and @ad<"20030909"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 11:12
S11	544	(task$3 with location with device) and @ad<"20030909"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 13:06
S12	29	(match$3 with task$3) and S11	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:50
S13	3	(match$3 near task$3) and S11	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 11:29
S14	29	(task$3 with complet$3 with location with device) and @ad<"20030909"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:40
S15	3	(match$3 with task$3) and S14	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 13:31
S16	49	(task$3 with (complet$3 or finish$3 or done or end) with location with device) and @ad<"20030909"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 13:53

EAST Search History

S17	4	(match$3 with task$3) and S16	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 13:53
S18	13	(display$3 with location) and S16	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 13:53
S19	843	(task$3 with (complet$3 or finish$3 or done or end) with location) and @ad<"20030909"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 13:53
S20	206	(display$3 with location) and S19	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 13:53
S21	17	(match$3 with task$3) and S20	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 13:54
S22	7	(match$3 with task$3) and S20 and (location with device)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 13:54
S23	10	(match$3 with task$3) and S20 and (location with service)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 13:59
S24	108	S20 and (location with service)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:00

EAST Search History

S25	0	S24 and (task$3 with spatial)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:34
S26	11	S24 and (spatial)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:05
S27	2	S24 and bayesian	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:04
S28	0	S14 and bayesian	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:05
S29	544	(task$3 with location with device) and @ad<"20030909"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:05
S30	59	S29 and (spatial)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:05
S31	1	S30 and bayesian	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:05
S32	3	S14 and (spatial)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:34

EAST Search History

S33	4	S14 and (task$3 with assign$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:40
S34	561	(task$3 with complet$3 with location) and @ad<"20030909"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:40
S35	176	S34 and (task$3 with assign$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:41
S36	79	S35 and (display$3 with location)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:44
S37	44	S35 and (display$3 near location)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:41
S38	4	S37 and (task$3 near assign$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:44
S39	105	S34 and (task$3 near assign$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:44
S40	26	S39 and (display$3 with location)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:44

EAST Search History

S41	544	(task$3 with location with device) and @ad<"20030909"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:03
S42	78	(assign$3 with task$3) and S41	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:50
S43	25	(display$3 with location) and S42	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:50
S44	25	S43 and @ad<"20030909"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 14:51
S45	25	S43 and @ad<"20030909" and display	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:20
S46	281	(task$3 with location with assign$3) and @ad<"20030909"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:03
S47	28	(task$3 with location with assign$3).ab. and @ad<"20030909"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:09
S48	6	S47 and (task$3 with (finish$3 or complet$3 or end or done))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:09

EAST Search History

S49	51	(task$3 with location with assign$3) and (assign$3 with task$3).ab. and @ad<"20030909"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:09
S50	27	S49 and (task$3 with (finish$3 or complet$3 or end or done))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:09
S51	8	(assign$3 with task$3 with user$1). ab. and (task$3 with location) and @ad<"20030909" and display	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:26
S52	2	(assign$3 with user$1 with task$3). ab. and (task$3 with location with (perform$3 or complet$3)) and @ad<"20030909" and display	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:27
S53	53	(assign$3 with user$1 with task$3) and (task$3 with location with (perform$3 or complet$3)) and @ad<"20030909" and display	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:27
S54	1	(assign$3 with user$1 with task$3) and (task$3 with location with (perform$3 or complet$3)).ab. and @ad<"20030909" and display	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:28
S55	34	(assign$3 with user$1 with task$3) and (task$3 with location with (perform$3 or complet$3)) and (user$1 with location) and @ad<"20030909" and display	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:28
S56	5	(assign$3 with user$1 with task$3) and (task$3 with location with (perform$3 or complet$3)) and (user$1 with location with map$4) and @ad<"20030909" and display	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:34

EAST Search History

S57	2	(assign$3 with task$3 with location) and (task$3 with location with (perform$3 or complet$3)) and (user$1 with location with map$4) and @ad<"20030909" and display	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:34
S58	84	(assign$3 with task$3 with location) and (task$3 with location with (perform$3 or complet$3)) and @ad<"20030909" and display	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:35
S59	1	(assign$3 with task$3 with location).ab. and (task$3 with location with (perform$3 or complet$3)) and @ad<"20030909" and display	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:35
S60	54	(assign$3 with task$3 with location or address).ab. and (task$3 with location with (perform$3 or complet$3)) and @ad<"20030909" and display	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:39
S61	2	S60 and (user$1 near location)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:36
S62	25	S60 and (user$1 with location)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:36
S63	4	S60 and (user$1 with location with task$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:36
S64	2	(assign$3 with task$3 with location or address).ab. and (task$3 with location with (perform$3 or complet$3)) and @ad<"20030909" and display and (location$aware)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:40

EAST Search History

S65	2	(assign$3 with task$3 with location or address).ab. and (task$3 with location with (perform$3 or complet$3)) and @ad<"20030909" and display and (location near aware)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 15:40
S66	4	(assign$3 with task$3 with location or address) and (task$3 with location with (perform$3 or complet$3)) and @ad<"20030909" and display and (location near aware)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 16:02
S67	0	"20020057283".pn. and assign$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 16:02
S68	0	(assign$3 with task$3 with (location or address)) and (task$3 with location with (perform$3 or complet$3)) and @ad<"20030909" and display and (location near aware)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 16:03
S69	153	(assign$3 with task$3 with (location or address)) and (task$3 with location with (perform$3 or complet$3)) and @ad<"20030909"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 16:03
S70	131	(assign$3 with task$3 with (location or address)) and (task$3 with location with (perform$3 or complet$3)) and @ad<"20030909" and display$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 16:03
S71	4	(assign$3 with task$3 with (location or address)) and (task$3 with location with (perform$3 or complet$3)).ab. and @ad<"20030909" and display$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 16:04
S72	1	(assign$3 with task$3 with (location or address)).ab. and (task$3 with location with (perform$3 or complet$3)) and @ad<"20030909" and display$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 16:05

EAST Search History

S73	131	(assign$3 with task$3 with (location or address)) and (task$3 with location with (perform$3 or complet$3)) and @ad<"20030909" and display$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 16:14
S74	17	S73 and (match$3 with task$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 16:05
S75	916	(assign$3 with task$3 with (location or address)) (match$3 with task$3 with service) and @ad<"20030909" and display$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 16:14
S76	162	(assign$3 with task$3 with (location or address)).ab. (match$3 with task$3 with service) and @ad<"20030909" and display$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 16:14
S77	150	(assign$3 with task$3 with (location or address)).ab. (match$3 with task$3 with location) and @ad<"20030909" and display$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 16:14
S78	32	S77 and (location with user)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/02/26 16:15
S79	1	"781390".apn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/21 18:30

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Publisher: ACM Press
Full text available: pdf(2.00 MB) Additional Information: full citation, abstract, references, index terms

The increasing power and ubiquity of mobile phones mean that a visitor to a city now carries with them a device capable of giving quite detailed guiding and routing information. Whilst there has been a lot of studies of text and map based guiding applications for mobile devices, in this paper we want to propose and give an initial exploratory study of a guiding system that utilises photographs. These photographs are not explicitly taken with the intention of using them subsequently for giving ro ...

Keywords: mobile interfaces, pedestrian navigation, photographs, route finding

2 The territory is the map: designing navigational aids
Nicola J Bidwell, Christopher Lueg, Jeff Axup
July 2005 **Proceedings of the 6th ACM SIGCHI New Zealand chapter's international conference on Computer-human interaction: making CHI natural CHINZ '05**
Publisher: ACM Press
Full text available: pdf(451.98 KB) Additional Information: full citation, abstract, references, citings, index terms

It has been shown that people encounter difficulties in using representations and devices designed to assist navigating unfamiliar terrain. Literature review and self-reported visual and textual data from field experiments are presented. This suggests usability may be limited by assumptions about landmarks implicit in designing representations. Firstly, memorable landmarks are emphasized but route following in situ requires recognizable landmarks. Secondly, little emphasis is placed on differenc ...

3 Navigational assistance: Indoor wayfinding:: developing a functional interface for individuals with cognitive impairments
Alan L. Liu, Harlan Hile, Henry Kautz, Gaetano Borriello, Pat A. Brown, Mark Harniss, Kurt Johnson
October 2006 **Proceedings of the 8th international ACM SIGACCESS conference on**

Computers and accessibility Assets '06
Publisher: ACM Press
Full text available: pdf(1.18 MB) Additional Information: full citation, abstract, references, index terms

Assistive technology for wayfinding will significantly improve the quality of life for many individuals with cognitive impairments. The user interface of such a system is as crucial as the underlying implementation and localization technology. We built a system using the Wizard-of-Oz technique that let us experiment with many guidance strategies and interface modalities. Through user studies, we evaluated various configurations of the user interface for accuracy of route completion, time to comp ...

Keywords: cognitive disability, ubiquitous computing, user interface, wizard-of-oz

4 User needs for location-aware mobile services
Eija Kaasinen
May 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 1
Publisher: Springer-Verlag
Full text available: pdf(334.82 KB) Additional Information: full citation, abstract, citings, index terms

Mobile contexts of use vary a lot, and may even be continuously changing during use. The context is much more than location, but its other elements are still difficult to identify or measure. Location information is becoming an integral part of different mobile devices. Current mobile services can be enhanced with location-aware features, thus providing the user with a smooth transition towards context-aware services. Potential application fields can be found in areas such as travel inform ...

Keywords: Location-aware services, Mobile services, Usability, User evaluation, User needs

5 Architecture: CarTel: a distributed mobile sensor computing system
Bret Hull, Vladimir Bychkovsky, Yang Zhang, Kevin Chen, Michel Goraczko, Allen Miu, Eugene Shih, Hari Balakrishnan, Samuel Madden
October 2006 **Proceedings of the 4th international conference on Embedded networked sensor systems SenSys '06**
Publisher: ACM Press
Full text available: pdf(2.04 MB) Additional Information: full citation, abstract, references, index terms

CarTel is a mobile sensor computing system designed to collect, process, deliver, and visualize data from sensors located on mobile units such as automobiles. A CarTel node is a mobile embedded computer coupled to a set of sensors. Each node gathers and processes sensor readings locally before delivering them to a central *portal*, where the data is stored in a database for further analysis and visualization. In the automotive context, a variety of on-board and external sensors colle ...

Keywords: data management, data visualization, implementation, intermittent connectivity, mobility, query processing, sensor networks

6 Novel interaction solutions: Requirements for in-situ authoring of location based experiences
Mark J. Weal, Eva Hornecker, Don G. Cruickshank, Danius T. Michaelides, David E. Millard, John Halloran, David C. De Roure, Geraldine Fitzpatrick
September 2006 **Proceedings of the 8th conference on Human-computer interaction with mobile devices and services MobileHCI '06**
Publisher: ACM Press

Full text available: pdf(1.38 MB) Additional Information: full citation, abstract, references, index terms

In this paper we describe an investigation into the requirements for and the use of in-situ authoring in the creation of location based pervasive and UbiComp experiences. We will focus on the co-design process with users that resulted in a novel visitor experience to a historic country estate. This has informed the design of new, in-situ, authoring tools supplemented with tools for retrospective revisiting and reorganization of content. An initial trial of these new tools will be discussed and c ...

Keywords: authoring tools, in-situ, location based experiences

7 Learning from insects?: towards supporting reflective exploration of unfamiliar areas of interest

Christopher P. Lueg, Christoph Göth, Nicola J. Bidwell

July 2006 **Proceedings of the 6th ACM SIGCHI New Zealand chapter's international conference on Computer-human interaction: design centered HCI CHINZ '06**

Publisher: ACM Press

Full text available: pdf(175.80 KB) Additional Information: full citation, abstract, references, index terms

First experiences with a mobile information system aimed at supporting reflective exploration suggest that the device's visualization of past activities and, in particular, the routes taken helps participants orientate themselves and plan the next steps of their explorative activity. Drawing from insect navigation research we provide a preliminary explanation of some intriguing behavioral observations made during deploying mExplore as a technology probe. We also speculate about using mobile info ...

Keywords: design, experimentation, human factors, navigation, usability, usefulness

8 Mobile: Open experiments of mobile sightseeing support systems with shared virtual worlds

Hiroyuki Tarumi, Kayo Yokoo, Shoji Nishimoto, Kazuya Matsubara, Yasushi Harada, Fusako Kusunoki, Sangtae Kim, Yuki Mizukubo

June 2006 **Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology ACE '06**

Publisher: ACM Press

Full text available: pdf(668.75 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we describe results from the experiments of a location-dependent shared virtual world system applied to sightseeing entertainment. This system can be used with GPS-phones on the current Japanese market. Users can enjoy interacting with virtual objects including virtual animals/agents. Subjects of the experiments were real tourists who had their own GPS-phones compatible with our system. We found that evaluations on the system varied depending on age, gender, and experiences of sub ...

Keywords: mobile phones, shared virtual environment, user study

9 Energy-efficient computing for wildlife tracking: design tradeoffs and early experiences with ZebraNet

Philo Juang, Hidekazu Oki, Yong Wang, Margaret Martonosi, Li Shiuan Peh, Daniel Rubenstein

October 2002 **ACM SIGPLAN Notices , ACM SIGARCH Computer Architecture News , ACM SIGOPS Operating Systems Review , Proceedings of the 10th international conference on Architectural support for programming languages and operating systems ASPLOS-X**, Volume 37 , 30 , 36 Issue 10 , 5 , 5

Publisher: ACM Press
Full text available: pdf(1.51 MB) Additional Information: full citation, abstract, references, citings

Over the past decade, mobile computing and wireless communication have become increasingly important drivers of many new computing applications. The field of wireless sensor networks particularly focuses on applications involving autonomous use of compute, sensing, and wireless communication devices for both scientific and commercial purposes. This paper examines the research decisions and design tradeoffs that arise when applying wireless peer-to-peer networking techniques in a mobile sensor ne ...

10 Visualizing geospatial data

Theresa Marie Rhyne, Alan MacEachren, Theresa-Marie Rhyne
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(14.01 MB) Additional Information: full citation, abstract

This course reviews concepts and highlights new directions in GeoVisualization. We review four levels of integrating geospatial data and geographic information systems (GIS) with scientific and information visualization (VIS) methods. These include:• Rudimentary: minimal data sharing between the GIS and Vis systems• Operational: consistency of geospatial data• Functional: transparent communication between the GIS and Vis systems• Merged: one comprehensive toolkit environmentW ...

11 Status report of the graphic standards planning committee

Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3
Publisher: ACM Press
Full text available: pdf(15.01 MB) Additional Information: full citation, references, citings

12 A user-centered framework for next-generation field data collection

Sarah Nusser, Les Miller, Keith Clarke, Mike Goodchild
May 2002 **Proceedings of the 2002 annual national conference on Digital government research dg.o '02**
Publisher: Digital Government Research Center
Full text available: pdf(1.02 MB) Additional Information: full citation, citings

13 Geographic aspects of digital libraries: Digital trail libraries

Scott Morris, Alan Morris, Kobus Barnard
June 2004 **Proceedings of the 4th ACM/IEEE-CS joint conference on Digital libraries JCDL '04**
Publisher: ACM Press
Full text available: pdf(5.13 MB) Additional Information: full citation, abstract, references, citings, index terms

We propose the idea of an online, user submitted digital library of recreation trails. Digital libraries of trails offer advantages over paper guidebooks in that they are more accurate, dynamic and not limited to the experience of the author(s). The basic representation of a trail is a GPS track log, recorded as recreators travel on trails. As users complete trips, the GPS track logs of their trips are submitted to the central library voluntarily. A major problem is that track logs will overlap ...

Keywords: GPS, GPS networks, digital trail libraries

14 Rapid Scout: bridging the gulf between physical and virtual environments

David S. Ranson, Emily S. Patterson, Daniel L. Kidwell, Gavin A. Renner, Mike L. Matthews, Jim M. Corban, Emil Seculov, Constantine S. Souhleris

April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground CHI '96**

Publisher: ACM Press

Full text available: pdf(1.87 MB) html(38.03 KB) Additional Information: full citation, references, index terms

Keywords: decision support, ethnography, groupware, portable computing, representation aiding, visualization

15 Posters--visualization: Design of a neighborhood pathfinder

Jeff Howard, Jodi Forlizzi

November 2005 **Proceedings of the 2005 conference on Designing for User eXperience DUX '05**

Publisher: AIGA: American Institute of Graphic Arts

Full text available: pdf(1.66 MB) Additional Information: full citation, abstract, references

Everyone understands their city in a slightly different way. This project seeks to leverage these differences by allowing people to share their understandings and compile a visual social history of the city.Most wayfinding systems are designed around a process of discovery, of locating a known destination within the environment. A more subtle proposition is that of exploration, a progressive uncovering of the environment centered around the creation of one's own pathways. This project seeks to a ...

Keywords: GPS, context-aware computing, handheld devices and mobile computing, interaction design, prototyping, user research, wayfinding

16 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

17 Session 1: Efficient retrieval of life log based on context and content

Kiyoharu Aizawa, Datchakorn Tancharoen, Shinya Kawasaki, Toshihiko Yamasaki

October 2004 **Proceedings of the the 1st ACM workshop on Continuous archival and retrieval of personal experiences CARPE'04**

Publisher: ACM Press

Full text available: pdf(932.11 KB) Additional Information: full citation, abstract, references, citings, index terms, review

In this paper, we present continuous capture of our life log with various sensors plus

additional data and propose effective retrieval methods using this context and content. Our life log system contains video, audio, acceleration sensor, gyro, GPS, annotations, documents, web pages, and emails. In our previous studies, we showed our retrieval methodology [8], [9], which mainly depends on context information from sensor data. In this paper, we extend our methodology with additional functions. ...

Keywords: content based retrieval, context based retrieval, life log, video retrieval, wearable computing

18 Building efficient wireless sensor networks with low-level naming

John Heidemann, Fabio Silva, Chalermek Intanagonwiwat, Ramesh Govindan, Deborah Estrin, Deepak Ganesan

October 2001 **ACM SIGOPS Operating Systems Review , Proceedings of the eighteenth ACM symposium on Operating systems principles SOSP '01**, Volume 35 Issue 5

Publisher: ACM Press

Full text available: pdf(1.54 MB) Additional Information: full citation, abstract, references, citings, index terms

In most distributed systems, naming of nodes for low-level communication leverages topological location (such as node addresses) and is independent of any application. In this paper, we investigate an emerging class of distributed systems where low-level communication does not rely on network topological location. Rather, low-level communication is based on attributes that are *external* to the network topology and *relevant* to the application. When combined with dense deployment of n ...

19 Automatic modeling of a 3D city map from real-world video

Hiroshi Kawasaki, Tomoyuki Yatabe, Katsushi Ikeuchi, Masao Sakauchi

October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1) MULTIMEDIA '99**

Publisher: ACM Press

Full text available: pdf(1.67 MB) Additional Information: full citation, abstract, references, citings, index terms

Mixed reality (MR) systems which integrate the virtual world and the real world have become a major topic in the research area of multimedia. As a practical application of these MR systems, we propose an efficient method for making a 3D map from real-world video data. The proposed method is an automatic organization method focusing on video objects to describe video data in an efficient way, i.e., by collating the real-world video data with map information using DP matching. To demonstrate ...

20 Archiving, digital collections, and analysis: An evolutionary approach to digital recording and information about heritage sites

John Counsell

November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage VAST '01**

Publisher: ACM Press

Full text available: pdf(3.32 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper considers 3 cases undertaken by a team at the University of the West of England (FBE/UWE) --- the Tower of London Computer Models and more recent linked European Historic Gardens on the Web. The team is continuing to investigate uses of spatial information systems to store, manage and visualise records of historic sites, enabling interactive off-site access to interpretative information. Existing records, often accrued in an ad-hoc manner, are mostly inadequate for such use and incomp ...

Keywords: GIS, VRML, augmented reality, real-time video, spatial information system

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21 Paper session 2: peer-to-peer search systems: One torus to rule them all: multi-dimensional queries in P2P systems
Prasanna Ganesan, Beverly Yang, Hector Garcia-Molina
June 2004 **Proceedings of the 7th International Workshop on the Web and Databases: colocated with ACM SIGMOD/PODS 2004 WebDB '04**
Publisher: ACM Press
Full text available: pdf(208.01 KB) Additional Information: full citation, abstract, references, citings

Peer-to-peer systems enable access to data spread over an extremely large number of machines. Most P2P systems support only simple lookup queries. However, many new applications, such as P2P photo sharing and massively multi-player games, would benefit greatly from support for multidimensional range queries. We show how such queries may be supported in a P2P system by adapting traditional spatial-database technologies with novel P2P routing networks and load-balancing algorithms. We show how to ...

22 Posters: Time, voice, and joyce
Andrea Taylor, Brendan Donovan, Zoltan Foley-Fisher, Carol Strohecker
October 2004 **Proceedings of the 1st ACM workshop on Story representation, mechanism and context SRMC '04**
Publisher: ACM Press
Full text available: pdf(185.78 KB) Additional Information: full citation, abstract, references, citings, index terms

We present a design for recapitulating walks through Dublin's City Centre by characters in James Joyce's Ulysses. Our computationally supported walkers will avail themselves of a "map with a sense of time" and a system that translates their hand lettering gestures as attributes of colourful typographic forms. Participants will walk around Dublin, read passages from Ulysses, and write reflections of their experiences. Their colourfully transformed reflections will ...

Keywords: co-constructed narrative, decision-making, expressive typography, interaction design, multimodality, participant observation, pen input, time visualisation

23 Brave new topics 1: multimedia challenges for planetary scale applications: The multimedia challenges raised by pervasive games
Mauricio Capra, Milena Radenkovic, Steve Benford, Leif Oppermann, Adam Drozd, Martin Flintham

November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**

Publisher: ACM Press

Full text available: pdf(523.70 KB) Additional Information: full citation, abstract, references, index terms

Pervasive gaming is a new form of multimedia entertainment that extends the traditional computer gaming experience out into the real world. Through a combination of personal devices, positioning systems and other multimedia sensors, combined with wireless networking, a pervasive game can respond to a player's movements and context and enable them to communicate with a game server and other players. We review recent examples of pervasive games in order to explain their distinctive characteristics ...

Keywords: games, pervasive computing, scalability, sensors

24 WayMarkr: acquiring perspective through continuous documentation

Michael Bukhin, Michael DelGaudio

December 2006 **Proceedings of the 5th international conference on Mobile and ubiquitous multimedia MUM '06**

Publisher: ACM Press

Full text available: pdf(223.27 KB) Additional Information: full citation, abstract, references, index terms

The WayMarkr system turns a mobile device into a self-documenting wearable device with virtually unlimited disk space. WayMarkr uses a mobile device's camera to take continuous photographs from the vantage point of the wearer. The ubiquity of mobile devices makes WayMarkr unobtrusive, and the first image based Memex device widely available to the general public. Collected photographs create a personal narrative as a set collected in context. Captured photographic narratives give users perspectiv ...

Keywords: annotation, documentation, memex, memory, mobile, perception, wearable device

25 Sensing and localization: The design and implementation of a self-calibrating distributed acoustic sensing platform

Lewis Girod, Martin Lukac, Vlad Trifa, Deborah Estrin

October 2006 **Proceedings of the 4th international conference on Embedded networked sensor systems SenSys '06**

Publisher: ACM Press

Full text available: pdf(4.71 MB) Additional Information: full citation, abstract, references, index terms

We present the design, implementation, and evaluation of the Acoustic Embedded Networked Sensing Box (ENSBox), a platform for prototyping rapid-deployable distributed acoustic sensing systems, particularly distributed source localization. Each ENSBox integrates an ARM processor running Linux and supports key facilities required for source localization: a sensor array, wireless network services, time synchronization, and precise self-calibration of array position and orientation. The ENSBox's int ...

Keywords: distributed acoustic sensing, self-localization

26 Mobile computing: Enabling routes as context in mobile services

Agne Brilingaite, Christian S. Jensen, Nora Zokaite

November 2004 **Proceedings of the 12th annual ACM international workshop on Geographic information systems GIS '04**

Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, citings, index

pdf(170.02 KB) terms

With the continuing advances in wireless communications, geo-positioning, and portable electronics, an infrastructure is emerging that enables the delivery of on-line, location-enabled services to very large numbers of mobile users. A typical usage situation for mobile services is one characterized by a small screen and no keyboard, and by the service being only a secondary focus of the user. It is therefore particularly important to deliver the "right" information and service at the right ti ...

Keywords: context awareness, destinations, location-based services, map matching, road networks, routes

27 Applications: Situational visualization

David M. Krum, William Ribarsky, Christopher D. Shaw, Larry F. Hodges, Nickolas Faust
November 2001 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '01**

Publisher: ACM Press

Full text available: pdf(1.12 MB) Additional Information: full citation, abstract, references, index terms

In this paper, we introduce a new style of visualization called *Situational Visualization*, in which the user of a robust, mobile visualization system uses mobile computing resources to enhance the experience and understanding of the surrounding world. Additionally, a Situational Visualization system allows the user to add to the visualization and any underlying simulation by inputting the user's observations of the phenomena of interest, thus improving the quality of visualization for the ...

Keywords: dynamic databases, location and time-specific user input, location-specific services, mobile users and collaborators, real-time acquisition and insertion of data, synchronized databases

28 Two hands are better than one: TangiMap: a tangible interface for visualization of large documents on handheld computers

Martin Hachet, Joachim Pouderoux, Pascal Guitton, Jean-Christophe Gonzato
May 2005 **Proceedings of the 2005 conference on Graphics interface GI '05**

Publisher: Canadian Human-Computer Communications Society

Full text available: pdf(234.10 KB) Additional Information: full citation, abstract, references

The applications for handheld computers have evolved from very simple schedulers or note editors to more complex applications where high-level interaction tasks are required. Despite this evolution, the input devices for interaction with handhelds are still limited to a few buttons and styluses associated with sensitive screens.In this paper we focus on the visualization of large documents (e.g. maps) that cannot be displayed in their entirety on the small-size screens. We present a new task-ada ...

Keywords: evaluation, handheld computers, interaction, large document visualization, tangible interface

29 Managing images: Geographic location tags on digital images

Kentaro Toyama, Ron Logan, Asta Roseway
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia MULTIMEDIA '03**

Publisher: ACM Press

Full text available: pdf(1.97 MB) Additional Information: full citation, abstract, references, citings, index terms

We describe an end-to-end system that capitalizes on geographic location tags for digital photographs. The World Wide Media eXchange (WWMX) database indexes large collections of image media by several pieces of metadata including timestamp, owner, and critically, location stamp. The location where a photo was shot is important because it says much about its semantic content, while being relatively easy to acquire, index, and search.The process of building, browsing, and writing applications for ...

Keywords: GIS, digital photography, geographic interfaces, image databases

30 Mobile services and technology track: Interactive navigation services through value-added CycloMedia panoramic images

Edward Verbree, Siyka Zlatanova, Kees Smit

March 2004 **Proceedings of the 6th international conference on Electronic commerce ICEC '04**

Publisher: ACM Press

Full text available: pdf(685.38 KB) Additional Information: full citation, abstract, references, index terms

Most people have problems to understand the scenery of a city using just topographical maps and descriptive city guides. Especially maintaining the route by comparing the current position using the map and to get directions where to go by a written guidance is quite complicated. One possibility to increase the interaction between the map and the user is to use a handheld navigation system, in which a GPS receiver or another kind of locating tool is used to pinpoint the current location of the us ...

Keywords: CycloMedia, interactive navigation, measurements, mobile services

31 Wayfinding: Comparing conceptual designs for mobile access to geo-spatial information

Peter Fröhlich, Rainer Simon, Lynne Baillie, Hermann Anegg

September 2006 **Proceedings of the 8th conference on Human-computer interaction with mobile devices and services MobileHCI '06**

Publisher: ACM Press

Full text available: pdf(289.44 KB) Additional Information: full citation, abstract, references, index terms

Spatial information appliances (SIA), which enable mobile users to interact with the physical environment, have recently received an increasing amount of interest from the research community. This paper presents a comparative outdoor user study on conceptual designs for 4 interaction areas considered important for SIAs: selection, search, information sniffing, and remote viewing. Implications for future research are discussed.

Keywords: augmented reality, context aware computing, location based services, mobile computing, orientation, user interaction

32 Applications on the go: A systems architecture for ubiquitous video

Neil J. McCurdy, William G. Griswold

June 2005 **Proceedings of the 3rd international conference on Mobile systems, applications, and services MobiSys '05**

Publisher: ACM Press

Full text available: pdf(334.54 KB) Additional Information: full citation, abstract, references, cited by, index terms

Realityflythrough is a telepresence/tele-reality system that works in the dynamic, uncalibrated environments typically associated with ubiquitous computing. By harnessing networked mobile video cameras, it allows a user to remotely and immersively explore a

physical space. RealityFlythrough creates the illusion of complete live camera coverage in a physical environment. This paper describes the architecture of RealityFlythrough, and evaluates it along three dimensions: (1) its support of the abs ...

33 AudioGPS: Spatial Audio Navigation with a Minimal Attention Interface

Simon Holland, David R. Morse, Henrik Gedenryd

January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 4

Publisher: Springer-Verlag

Full text available: pdf(94.11 KB) Additional Information: full citation, abstract, citings, index terms

In this paper we describe a prototype spatial audio user interface for a Global Positioning System (GPS). The interface is designed to allow mobile users to carry out location tasks while their eyes, hands or attention are otherwise engaged. Audio user interfaces for GPS have typically been designed to meet the needs of visually impaired users, and generally, though not exclusively, employ speech-audio. In contrast, our prototype system uses a simple form of non-speech, spatial audio. This paper ...

Keywords: Audio, Global Positioning System (GPS), Location, Minimal Attention User Interface, Navigation, Non-speech audio, Sound, Spatial audio

34 The Design and Implementation of a Mobile Learning Resource

Mike Sharples, Dan Corlett, Oliver Westmancott

January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 3

Publisher: Springer-Verlag

Full text available: pdf(384.39 KB) Additional Information: full citation, abstract, citings, index terms

The convergence of mobile communications and handheld computers offers the opportunity to develop technology that will assist individuals and groups to learn anytime, anywhere. We describe the theory-informed design, implementation and evaluation of a handheld learning device. It is intended to support children to capture everyday events such as images, notes and sounds, to relate them to web-based learning resources, to organise these into a visual knowledge map, and to share them with other le ...

35 Active construction of experience through mobile media: a field study with implications for recording and sharing

Giulio Jacucci, Antti Oulasvirta, Antti Salovaara

April 2007 **Personal and Ubiquitous Computing**, Volume 11 Issue 4

Publisher: Springer-Verlag

Full text available: pdf(1.40 MB) Additional Information: full citation, abstract

To fully appreciate the opportunities provided by interactive and ubiquitous multimedia to record and share experiences, we report on an ethnographic investigation on the settings and nature of human memory and experience at a large-scale event. We studied two groups of spectators at a FIA World Rally Championship in Finland, both equipped with multimedia mobile phones. Our analysis of the organization of experience-related activities in the mass event focuses on the active role of technology ...

Keywords: Active spectators, Constructive memory, Ethnographic field study, Large-scale events, Mobile and ubiquitous multimedia, Sharing experiences

36 New forms of interaction: The spatial character of sensor technology

Stuart Reeves, Tony Pridmore, Andy Crabtree, Jonathan Green, Steve Benford, Claire O'Malley

June 2006 **Proceedings of the 6th ACM conference on Designing Interactive systems**

DIS '06
Publisher: ACM Press
Full text available: pdf(616.61 KB) Additional Information: full citation, abstract, references, index terms

By considering the spatial character of sensor-based interactive systems, this paper investigates how discussions of seams and seamlessness in ubiquitous computing neglect the complex spatial character that is constructed as a side-effect of deploying sensor technology within a space. Through a study of a torch (aka 'flashlight') based interface, we develop a framework for analysing this spatial character generated by sensor technology. This framework is then used to analyse and compare a range ...

Keywords: computing, seams, sensor technology, space, ubiquitou

37 Guiding and navigating: Understanding the role of image recognition in mobile tour guides

Nigel Davies, Keith Cheverst, Alan Dix, Andre Hesse
September 2005 **Proceedings of the 7th international conference on Human computer interaction with mobile devices & services MobileHCI '05**
Publisher: ACM Press
Full text available: pdf(1.19 MB) Additional Information: full citation, abstract, references, citings, index terms

Users of mobile tour guides often express a strong desire for the system to be able to provide information on arbitrary objects they encounter during their visit - akin to pointing to a building or attraction and saying "what's that ?" to a human tour guide. This paper reports on a field study in which we investigated user reaction to the use of digital image capture and recognition to support such functionality. Our results provide an insight into usage patterns and likely user reaction to mobi ...

Keywords: mobile camera phones, mobile tour guides, object recognition, user evaluation, user experience

38 Improving the effectiveness of monitoring and control systems exploiting knowledge-based approaches

Stefania Bandini, Fabio Sartori
September 2005 **Personal and Ubiquitous Computing**, Volume 9 Issue 5
Publisher: Springer-Verlag
Full text available: pdf(479.46 KB) Additional Information: full citation, abstract

This paper illustrates how the adoption of techniques typical of artificial intelligence (AI) could improve the performance of monitoring and control systems (MCSs). Traditional MCSs are designed according to a three-level architectural pattern in which intelligent devices are usually devoted to evaluate whether the data acquired by a set of sensors could be interpreted as anomalous or not. Possible mistakes in the evaluation process, due to faulty sensors or external factors, can cause the gene ...

Keywords: Agent-based model, Automotive systems, Correlation agency, Monitoring and control systems, ST-logic

39 Routing protocols: MAP: medial axis based geometric routing in sensor networks

Jehoshua Bruck, Jie Gao, Anxiao (Andrew) Jiang
August 2005 **Proceedings of the 11th annual international conference on Mobile computing and networking MobiCom '05**
Publisher: ACM Press

Full text available: pdf(1.68 MB) Additional Information: full citation, abstract, references, citings, index terms

One of the challenging tasks in the deployment of dense wireless networks (like sensor networks) is in devising a routing scheme for node to node communication. Important consideration includes scalability, routing complexity, the length of the communication paths and the load sharing of the routes. In this paper, we show that a compact and expressive abstraction of network connectivity by the medial axis enables efficient and localized routing. We propose MAP, a Medial Axis based naming and rou ...

Keywords: medial axis, routing, sensor networks, system design

40 Distributed interface bits: dynamic dialogue composition from ambient computing resources

Anthony Savidis, Constantine Stephanidis
May 2005 **Personal and Ubiquitous Computing**, Volume 9 Issue 3
Publisher: Springer-Verlag
Full text available: pdf(1.70 MB) Additional Information: full citation, abstract, citings

This paper discusses a particular issue in the context of disappearing computing, namely, user mobility. Mobile users may carry with them a variety of wireless gadgets while being immersed in a physical environment encompassing numerous computing devices. In such a situation, it is most likely that the number and type of devices may dynamically vary during interactions. The Voyager development framework supports the implementation of ambient dialogues, i.e., dynamically distributed user Interfac ...

Keywords: Abstract dialogue elements, Adaptive interaction, Ambient dialogues, Dynamic user interface composition, Wearable interfaces

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